

5E 2024 HOUSE RULES - OLD SKOOL

This is a list of 'Old Skool' modifications to the D&D 5e 2024 ruleset.

AD&D 2E TABLES

AD&D 2nd Ed DMG, p. 172

GETTING (HOPELESSLY) LOST

Surroundings	% Chance
Level, open ground	10%
Rolling ground	20%
Lightly Wooded	30%
Rough [wooded & hilly]	40%
Swamp	60%
Mountainous	50%
Open Sea	20%
Thick forest	70%
Jungle	80%

LOST MODIFIERS

Condition	% Modifier
Featureless	
(no discerning landmarks)*	+50
Darkness	+70
Overcast	+30
Navigator with group	-30
Landmark sighted	-15
Local Guide	variable **
Poor Trail	-10
Trail	-30
Good Trail	-60
Raining	+10
Directions	variable **
Fog or mist	+30

* This would apply, for example, when the characters are sailing out of sight of land.

** The usefulness of directions and the knowledge of a guide are entirely up to the DM. Sometimes these are very helpful but at other times only make things worse.

AD&D 2nd Ed DMG, p. 139

ENCOUNTER DISTANCE

Situation or Terrain	Range in Feet
Both groups surprised	3d6
One group surprised	4d6
No surprise:	
-Smoke or heavy fog	6d6
-Jungle or dense forest	1d10 × 10
-Light forest	2d6 × 10
-Scrub, brush or bush	2d12 × 10
-Grassland, little cover	5d10 × 10
-Nighttime or dungeon	Limit of sight

GREYHAWK WEATHER CALCULATOR

<https://wf.suurpeikko.net/>

AD&D 2nd Ed DMG, p. 138

WILDERNESS ENCOUNTER % & FREQUENCY

Terrain Type	Encounter on a...	Morn	Noon	Arvo	NS1	NS2	NS3
Plain	1	X		X		X	
Scrub/Bush	1	X		X	X		X
Forest	2	X	X	X	X	X	X
Desert	1	X			X		X
Hills	2		X		X		X
Mountains	3	X			X	X	
Swamp	4	X	X	X	X	X	X
Jungle	3	X	X	X	X	X	
Ocean	1		X			X	
Arctic	1			X	X		

* NS = Night Shift :-)

d10 is default die; decrease die by 1 (eg:d8) if noisy, on road, dangerous area; increase by die by 1 (eg: d12) if hiding, invisible, flying etc. Cumulative!

TABLE 59: ENCOUNTER REACTIONS AD&D 2E

Player Characters are:

Modified *2d10 Roll	Friendly	Indifferent	Threatening	Hostile
20	Friendly	Friendly	Friendly	Flight
19	Friendly	Friendly	Friendly	Flight
18	Friendly	Friendly	Cautious	Flight
17	Friendly	Friendly	Cautious	Flight
16	Friendly	Friendly	Cautious	Cautious
15	Friendly	Indifferent	Cautious	Cautious
14	Indifferent	Indifferent	Cautious	Cautious
13	Indifferent	Indifferent	Cautious	Threatening
12	Indifferent	Indifferent	Threatening	Threatening
11	Indifferent	Threatening	Threatening	Threatening
10	Cautious	Cautious	Threatening	Threatening
9	Cautious	Cautious	Threatening	Hostile
8	Cautious	Cautious	Threatening	Hostile
7	Cautious	Threatening	Threatening	Hostile
6	Threatening	Threatening	Hostile	Hostile
5	Threatening	Threatening	Hostile	Hostile
4	Threatening	Threatening	Hostile	Hostile
3	Hostile	Hostile	Hostile	Hostile
2 or less	Hostile	Hostile	Hostile	Hostile

* Add (or subtract – your choice!) Charisma Bonus, but always subtract Charisma Penalty (ie: more hostile).

5E 2024 HOUSE RULES - OLD SKOOL V 0.2

AD&D 2nd Ed DMG, p. 49, adapted

SIMPLIFIED TRAINING (TO GO UP A LEVEL)

- 100 GP per level you are training from.
- You need an appropriate trainer your lvl+
- Half of this price is equipment costs.
- Default 1 week needed to train.

REVIVAL FROM NEGATIVE HIT POINTS

- Death Saves (*albeit in secret*) as 5e rules.
- When healed from -ve HP, gain 1 level of **Exhaustion** as 2014 5e rules (2 if a critical hit got you to -ve HP).

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

- Recovery from **Exhaustion** as 2014 5e rules (eg: regain 1 lvl per long rest etc)
- <https://www.dndbeyond.com/sources/dnd/phb-2014/appendix-a-conditions#Exhaustion>

MULTIPLE SPELL CONCENTRATION

- When a creature that is currently concentrating on one or more spells casts another spell that also requires concentration, that creature can *attempt* to maintain concentration on the additional spell.
- The creature must immediately make a **Constitution saving throw** after casting the addition concentration spell to maintain their active concentration.
 - The DC equals 10 + the combined level of each spell that the creature is attempting to concentrate on.
 - On a **success**, the creature maintains their concentration on any current spells, as well as the one they just cast.
 - On a **failure**, the creature loses concentration on all their spells, and takes psychic damage equal to the saving throw DC.
- As long as the creature is concentrating on more than one spell, they must use their **❖** action to repeat the saving throw at the beginning of each of their turns.

RANDOM ENCOUNTERS**WHICH TABLE TO ROLL?**

d6	Table
1-2	Module Specific RND tables (if available) eg: http://rebrand.ly/toeeencounters
3-4	Regional Greyhawk Tables https://www.geocities.ws/ioreth/greyhawk.html
5-6	STD Encounter Tables